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SEGA®

# Virtua Fighter™



# Kids

SEGA SATURN™



81049

## WARNINGS

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#### EPILEPSY WARNING

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

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# Virtua Fighter™ Kids™

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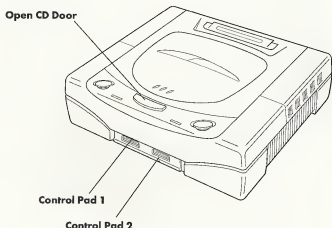
## USING THE SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.

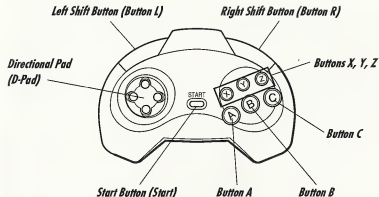
**Note:** Virtua Fighter Kids™ is for one or two players.

2. Place the Virtua Fighter Kids disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress and return to the on-screen Control Panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, press again to go to the on-screen Control Panel.

**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## TAKE CONTROL!



### D-PAD

- Highlights items on menu screens
- Moves fighter during gameplay
- Enters directional arrow in combo maker

### START

- Starts game
- Enters highlighted selections
- Pauses gameplay; resumes paused game
- Skips instant replay and introductory sequence

### BUTTON L, BUTTON R

- Moves cursor in Combo Maker

### BUTTONS X, Y, Z\*

- Used in Combo Maker (pp. 8-12)

\*Use these buttons to produce special attacks and expert techniques. [See pp. 18-27]

**Note:** This page shows default functions only. All the buttons listed above except Start can be configured for other functions using Key Config [see pp. 7-8]

### BUTTON A

- Enters highlighted selections
- Makes your fighter defend against attacks
- Enters **[D]**efend in Combo Maker
- Selects letter in Name Entry

### BUTTON B

- Cancels highlighted selections
- Makes your fighter punch
- Enters **[P]**unch in Combo Maker
- Exits Records screens

### BUTTON C

- Enters highlighted selections
- Makes your fighter kick
- Enters **[K]**ick in Combo Maker

# GETTING STARTED



After loading Virtua Fighter Kids, the Sega and True Matian logos appear, followed by an animated sequence of the game characters. Watch the sequence, or press Start at any time to skip to the Title screen. Press Start again at the Title screen to move to the Mode Select screen, or wait a few moments and watch the game demonstration and player rankings that follow. Press Start at any time to move to the Title screen.

## MODE SELECT

Press the D-Pad LEFT or RIGHT to scroll through the modes, and press Button A, C or Start to select a mode.



**ARCADE MODE** lets you play against the computer. Clear all the stages to see a special animation sequence featuring your fighter.

**VS MODE** lets you and a friend test each other's skill.

**Note:** A second player can interrupt an Arcade Mode fight by pressing Start on the unused Controller. The Player Select screen appears, allowing the new player to select a fighter. After the fighter has been selected, the VS Mode game begins. When the VS Mode fight ends, and neither player chooses to continue, the Arcade Mode resumes at the same level as when the new player entered the game.

**RANKING MODE** is a one-player game similar to Arcade Mode. At the end of the game, you are assigned a skill ranking and ratings of several aspects of your performance. (See pp.14-15.)

**NOTE:** See pp. 12-17 for details on the fighting modes.

**COMBO MAKER** lets you create and save your own special combination attacks. (See pp. 8-12)

**VIEWING MODE** allows you to watch any two characters in action against each other. You can select the fighter you want to watch by pressing the D-Pad LEFT or RIGHT and Button A or C, or let the computer pick two fighters randomly for you. Press Start during the fight to pause the game.

**RECORDS** shows the records of fighters in VS Mode competition, best Arcade Mode completion times, and highest Ranking Mode scores. (See p. 15)

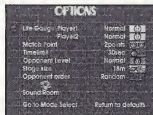
**KEY CONFIG** allows you to change button functions for the Controller. (See p. 7-8)

**OPTIONS** lets you change features of the game and sample the voice and sound tracks for each fighter. (See below)

**Note:** Any game made can be canceled at any time by holding down Buttons A, B and C and pressing Start. This will automatically return you to the Title screen.

## OPTIONS

Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to make changes within the selected option.



**Life Gauge:** Alter the strength of both fighters. Select from Largest, Larger, Normal, Smaller or Smallest. The larger the setting, the less damage you take per hit. Or choose NO DAMAGE for a fighter who can't be hurt. (Be careful though, you can still be knocked out of the ring.)

**Match Point:** Select the number of victories needed (1-5) to decide a match.

**Time Limit:** Choose how long you want each round to last - 10, 20, 30 or 60 seconds. Or choose NO LIMIT to turn the timer off.

**Opponent Level:** Set the level of the computer opponent in Arcade Mode. Choose Easy, Normal, or Hard for a real test of your fighting skill.

Select Practice to make the computer opponent your punching bag.

**Stage Size:** Set the size of the fighting ring to 8, 12, 18 or 22 meters.

**Opponent Order:** For Arcade Mode, you can choose a fixed order of appearance for your opponents or have them come at you in random order.

**Go to Mode Select:** Press Button A, C or Start here to return to the Mode Select screen. Alternately, you can return to Mode Select from any part of the Options screen by pressing Button B. The changes you have made will be retained in the internal memory.

**Return to Defaults:** Resets all options to the default values.

**Note:** The various options cannot be used in Ranking Mode play.

## SOUND ROOM



Press the D-Pod UP or DOWN to select an option, and LEFT or RIGHT to cycle through the choices within that option. Press Button A or C to sample the selected track. Press Button B or Start, or highlight EXIT and press Button A or C to return to the main Options menu.

**Music, Sound, Voice:** Sample the music, sound effects and voices used throughout the game. Press the D-Pod LEFT or RIGHT to select the track you want to hear, and Button A or C to play the track.

**Output:** Allows you to select Stereo or Monaural (MONO) sound.

**Music Volume:** Lets you adjust the volume (0 – 5) of the background music.

**Exit:** Press Button A, C or Start to return to the main Options screen.

## KEY CONFIG

When you open Key Config, a flashing selection window appears in the upper left of the screen. This window allows you to select from three different preset configurations for Controller functions. Press the D-Pod LEFT or RIGHT to select a configuration. When the Controller type you want to use appears in the window press Button B to return to Mode Select.

## EDIT SCREEN

Optionally, you can customize your Controller with the Edit feature. To use this feature, select Edit in the selections window by pressing Button A, C or Start while Edit is highlighted, then press the D-Pod UP or DOWN to scroll through the Controller button names and their current functions. When you want to assign a new function to a button, press Button A or C while the desired button is selected, then move the cursor through the options menu on the right by pressing the D-Pod in any direction. When the cursor is flashing over the desired function, press Button A, C or Start.

In addition to basic moves such as [D]efend, [P]unch and [K]ick, you can also assign special attacks and original combo attacks to individual buttons on your Controller. (For more about making custom combinations, see pp. 8–12). To make a special attack or combo a one-button operation, first move down to the bottom of the left-hand menu. By pressing the D-Pod LEFT or RIGHT, you can switch between Techniques and Combos select modes. To enter, press Button A, C or Start.



In Techniques, press the D-Pod LEFT or RIGHT, to scroll to the fighter whose special attacks you'd like to use. Once the fighter's name appears in the top box, press the D-Pod UP or DOWN to scroll through Specials 1–5. Change the special attack function by pressing the D-Pod LEFT or RIGHT. In the # of Uses window, you can set a limit to the number of times (1–5) you can use the one-button special attacks per stage, or select the infinity sign for unlimited uses. The number of special attacks uses remaining appears in a small window under the fighter's name in fighting modes. When the special attacks are set, press Button B to return to the menu on the left.

In Cambas, press the D-Pad UP or DOWN to cycle through to the Special number you want to assign a camba to, and LEFT or RIGHT to change the camba for the highlighted Special. The cambas are listed in the same order as in the Camba Maker file select screen (see p. 9). As with special attacks, you can limit the number of times the cambas can be used as one-button maneuvers by changing the number in the # of Uses window at the bottom of the screen. When you have the cambas configured, press Button B to return to the menu on the left.



When all the desired functions have been selected, return to the window at the top left of the screen by pressing Button B, and then return to Made Select by pressing Button B again.

## COMBO MAKER

You can create up to twenty of your own combination attacks (cambas) with up to 20 moves in this made. The cambas you make are automatically saved in the internal backup RAM and can then be entered as preset one-button commands in the Key Config made (see above).

In the first screen of Camba Maker, a selections window appears. Highlight selections by pressing the D-Pad UP or DOWN and enter selections by pressing Button A, C or Start. Select "Create new file" to make a new camba, "Edit file" to change a previously saved camba and "End" to return to the Made Select screen. Alternately, you can return to Made Select by pressing Button B.

## NEW COMBOS



Selecting "Create new file" opens the Camba maker screen. To enter commands, press and hold the D-Pad for directional arrows, Button A for [D]efend, Button B for [P]unch, Button C for [K]ick and Button X for a move [S]PC. Press Button R or L while holding the command button(s) to move the cursor forward and back. You can enter

multiple commands (e.g. P+K or K+D+K) by holding down the desired command buttons simultaneously and pressing Button L or R. Pressing Button Y twice in this screen moves the highlighted command(s) down one step. Pressing Button Z twice deletes the highlighted step. To exit the screen without making a camba, delete all steps and press Button L in the first step and select YES in the confirmation window that appears.

After entering the command(s) for a step, you need to specify how long that step will last. The basic unit of time in the game is 1 frame (1/60 second). You can set step durations from 1 – 255 frames (.0167 – 4.25 seconds). Press the D-Pad UP or DOWN to increase or decrease the duration in increments of one frame, and LEFT or RIGHT to increase or decrease in increments of ten frames.

**NOTE:** When making cambas that include a string of steps (e.g. PPPK or ⇒⇒), you have to insert a space [SPC] between steps to ensure that the individual steps are performed one by one. You also need to include spaces after special attacks that inflict high damage. For more on how to insert spaces in your cambas, see the Camba Workshop (pp. 10–12).

## FILE NAME

To save a completed camba, press Start and select YES in the confirmation window that appears. The file select screen appears. Press the D-Pad in any direction to highlight a file, and press Button A, C or Start to enter. Pressing Button B returns you to the camba screen you just exited. To enter a file name, press the D-Pad in any direction to move through the alphabet window that appears and press Button A or C to enter the letter. Select the ← or press Button B to delete the previous character. When you have finished entering the file name, select END or press Start to save your camba in the internal RAM.



## EDIT FILE

When you select "Edit file," choose a file to edit from the file select screen. Highlight file names by pressing the D-Pad in any direction, and select by pressing Button A, C or Start. After you select a file, select YES in the confirmation window. The most recently saved version of the file appears in the Camba Maker screen. Now make alterations to any step in the camba by



using the same commands as in the New Camba Maker. When you finish, press Start and select YES in the confirmation window. The file select screen reappears. You can save the new version of the file under the same name, or under a new name using the same steps as in naming new files (see above).

## COMBO WORKSHOP

Making a hard-hitting camba takes practice and patience, but once you master the art, you can make the most powerful *Virtua Fighter Kids* attacks your own secret weapons.

The first and most important point to remember when making cambas is:

### Don't forget the spaces.

When you make a camba that uses repeated commands like PPP or  $\Rightarrow \Rightarrow K$ , you have to put spaces between them. Otherwise, the computer will only read the last of the commands. The space can be short (1 frame), but without it, you've got no camba. See Example 1.

1

Commands	Duration
1 $\Rightarrow$	1 1 1
2 $\Rightarrow$	1 1 1
3 $\Rightarrow$	1 1 1
4 $\Rightarrow$	1 1 1
5 $\Rightarrow$	1 1 1
6 $\Rightarrow$	1 1 1
7 $\Rightarrow$	1 1 1
8	
9	
10	

No spaces between the punches means only the last punch and kick get delivered.

A one-frame space between each punch lets the computer deal them out one at a time.

The next big point is:

### Some moves take more time than others.

For simple attacks like punches and kicks, one frame is plenty of time for a fighter to make his move. But, some moves, like crouching ( $\downarrow$ ), take a little more time. Allow 13–15 frames to get into a crouch. See example 2.

2

Commands	Duration
1 $\downarrow$	1 1 1
2 $\downarrow$	1 1 1
3 $\downarrow$	1 1 1
4	
5	

Give your fighter enough time (15 frames) to get down into the crouch.

Notice that there's no space between arrows pointing in different directions.

High-damage moves take extra time too. Your fighter needs a chance to recover after executing powerful attacks. Recovery time can take anywhere from 20–200 frames. Generally speaking, the more damage the attack inflicts, the longer the recovery time. See Example 3.

3

Commands	Duration
1 $\Rightarrow$	1 1 1
2 $\Rightarrow$	1 1 1
3 $\Rightarrow$	1 1 1
4 $\Rightarrow$	1 1 1
5	
6	
7	
8	
9	
10	

This front kick takes more time than basic kicks and punches. Each fighter has individual moves that require extra recovery time after they're performed. Experiment with a few cambas to find out how long it takes to recover.

Before you can pounce, stamp or body slam ( $\uparrow P$ ) onto a fallen foe, you have to give yourself some time to get airborne. You need at least 35–40 frames before jumping on a dazed opponent. See Example 4.

4

Commands	Duration
1 $\Rightarrow$	1 1 1
2 $\Rightarrow$	1 1 1
3 $\Rightarrow$	1 1 1
4 $\Rightarrow$	1 1 1
5 $\Rightarrow$	1 1 1
6	
7	
8	
9	
10	

Allow about 40 frames before this stamp.

It takes around 15 frames for the 'press up and hold' ( $\uparrow$ ) part of a stamp ( $\uparrow B$ ).

### Sometimes, you don't need spaces.

When you're making a camba that uses a spin ( $\Rightarrow \downarrow \Rightarrow$  or  $\Rightarrow \downarrow \Rightarrow \leftarrow$ ), don't put spaces between the directional arrows. Spaces slow you down, and for spinning attacks you need the speed. See Example 5.

5

Commands	Duration
1 $\Rightarrow \downarrow \Rightarrow$	1 1 1
2 $\Rightarrow$	1 1 1
3 $\Rightarrow$	1 1 1
4 $\Rightarrow$	1 1 1
5 $\Rightarrow$	1 1 1
6 $\Rightarrow$	1 1 1
7 $\Rightarrow$	1 1 1
8 $\Rightarrow$	1 1 1
9 $\Rightarrow$	1 1 1
10	

No spaces between arrows in different directions.

Wait 190 frames after this 'big' move.

Press and hold  $\rightarrow$  for dash.

**Note:** There are ten sample combas, one for each fighter, stored in Camba Moker when you start the game. You can use these combas for additional reference, modify them, or delete them to make space for your own creations.

## THE FIGHT

### PLAYER SELECT

When you choose a game mode (Arcade, VS or Ranking Modes), the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight the fighter you want to use, and select by pressing Button A, C or Start. You can select an alternate costume for each fighter by holding the D-Pad UP while the fighter is highlighted. You have 20 seconds to select a fighter. When time runs out, the highlighted fighter is automatically selected.

In Arcade and VS Modes, once you have selected a fighter, you have the option of playing in Normal or Kids modes. In Normal play, you must execute special attacks by pressing the correct sequence of buttons. In Kids mode, pressing Buttons A, B or C rapidly produces random special attacks. Of course, you can still perform the special attacks by pressing the correct sequences as well. To select Normal or Kids modes, press the D-Pad UP or DOWN to highlight one, and Button A, C or Start to select.

In a VS game, both players can select the same fighter (but not the same costume).

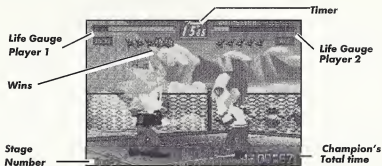
### THE RULES

In all three fighting modes (Arcade Mode, VS Mode and Ranking Mode), the first fighter to win two sets is the winner of the stage. You can change the number of victories to decide a stage in Options (see p. 5-6). You can win a set by either reducing your opponent's Life Gauge to zero, or by forcing him or her out of the ring. If neither fighter is knocked out or forced from the ring, the fighter with more Life remaining when the Time Limit expires is the winner of the set.

In the event of a Draw, there is a one-round sudden death overtime period, of half the original Time Limit in a small-sized ring. If a second draw occurs, the Champion is declared the winner.



## THE RING



**Life Gauge:** The green bar on this gauge gets smaller each time a fighter takes damage. Life Gauges can be adjusted in the Options mode. (See pp. 5-6.)

**Timer:** This shows the amount of time remaining in the set. The Timer can be adjusted in Options.

**Wins:** The flower blossoms show the number of wins achieved by each fighter thus far in the stage. The unopened buds show the number of set wins needed to win the stage.

**Champion's Total Time:** In Arcade Mode and Ranking Mode, this shows the amount of time the fighter has survived in the ring against all opponents so far.

## GAME OVER/CONTINUE

In all fighting modes, the game ends as soon as your fighter loses a stage. In the Arcade and VS Modes, you have the option of continuing.



In Arcade Mode, you can continue a new stage against the same opponent at the same level. To continue, press Start before the timer runs out. You have an unlimited number of game continues in Arcade Mode.

In VS Mode, after the end of each stage the Player Select screen appears, allowing you to pick new fighters or go on it using the same fighters as before.



## NAME ENTRY

When you set a new record in Arcade or Ranking Modes, the Name Entry screen appears. In this screen, your fighter is facing an opponent in the form of an alphabet letter. Change the letter by pressing the D-Pad LEFT or RIGHT while holding down the Defend Button (Button A). To select a letter, knock the letter down using the Punch Button (Button B) or the Kick Button (Button C). Release the Defend Button to move to the next letter. (Wait till the letter stands up again to select the next letter.) To delete the previous letter, strike the  $\leftarrow$ . To enter your name, strike END. You have 30 seconds to complete the name entry. The name is automatically entered when time runs out. Alternately, exit the Name Entry screen by knocking the letter out of the ring.



**Note:** It's a lot easier to enter letters by kicking than by punching, but be careful not to knock the letter out of the ring before you're finished.

## RANKING MODE

Ranking Mode, like Arcade Mode, is a one-player-only fight against computer opponents. However, in Ranking Mode you cannot continue after losing a stage. After you lose, or after you clear all stages, the computer displays a ranking screen and rates your performance up until your loss in several areas:



**Stages Cleared:** This shows the number of matches you won.

**Style Points:** This score shows how often and well you used your fighter's special attacks and expert techniques.

**Artistic Points:** You are awarded points on how you finished off your opponents. You get more points for expert technique KO's, and for simultaneously knocking your opponent out and out of the ring.

**Total Points:** This gives you a comprehensive score based on your performance in the three areas above.

You also receive a rank based on your performance, from 15th to 1st Grade, and some advice from the computer on how to improve your ability and advance levels. The highest scores for each fighter are automatically saved in Records under Ranking Records.

## RECORDS

The great scores and times of past battles are stored in the Sega Saturn internal RAM. To select a records screen from the main Records menu, press the D-Pad UP or DOWN to highlight a screen name, and press Button A, C or Start to enter. Press Button B or select EXIT to return to Mode Select.

### VS RECORD



This screen keeps running track of how each of the fighters has fared against the other fighters in their past VS Mode encounters. To check the win/loss record for a fighter, press the D-Pad LEFT or RIGHT to cycle through until the fighter whose record you want to see appears in the frame on the left. There are different records for Controllers 1 and 2. The

VS Record shows a total win/loss record under the fighter's picture, as well as a percentage showing how often that fighter has been used in VS Mode so far. The fighter's win/loss record against other individual fighters appears over the pictures of each fighter on the right.

### TIME RECORD

Time Record lists the top 66 finishing times and fighters for players who have successfully cleared all ten stages in Arcade Mode.



### RANKING RECORD



Ranking Record displays a graph showing the highest grade achieved by each of the fighters in Ranking Mode combat. The highest Total Points score of each fighter can be shown by highlighting the small picture of that fighter at the bottom of the screen. Press the D-Pad LEFT or RIGHT to highlight fighters.

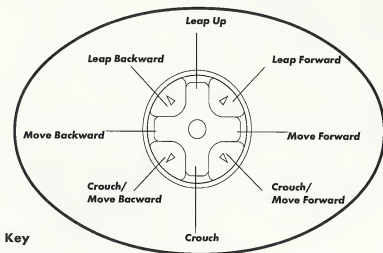
## DELETE RECORD

Press the D-Pad UP or DOWN to select the group of records which you want to delete, and press Button A, C or Start. Then select YES in the confirmation window which appears. To delete all records, select ALL RECORD and press Button A, C or Start.

**Note:** To return to the main Records menu, press Button B at any time from any of the Records screens.

## BASIC MOVES

Here are the basic moves for the D-Pad. All instructions in the Basic Moves section are for a fighter facing right. Reverse the instructions for a fighter facing left. The button functions can be changed in Key Config (see pp. 7-8).



### Key

Directions on the D-Pad are indicated by arrows.

Light arrows (⇨) = Press the D-Pad in the direction indicated.

Solid arrows (→) = Press and hold the D-Pad in the direction indicated.

A = Defend = [D] in Comba Maker

B = Punch = [P] in Comba Maker

C = Kick = [K] in Comba Maker

[+] = Simultaneously (e.g., [A+C] = Press Buttons A and C simultaneously)

BBB... = Rapid tap (i.e., repeatedly tap Button B as fast as possible)

## MAIN MOVES

### QUICK STEP

⇨ ⇨ or ⇨ ⇨

Quickly press the D-Pad twice, LEFT or RIGHT to make short, fast moves in those directions.

### DASH

⇨→

Press the D-Pad twice RIGHT and hold.

### THROW

[A+B]

If you are within grabbing range of your opponent, press Buttons A and B simultaneously to throw the opponent. Each fighter has a different throw.

### MID-LEVEL KICK

⇨ C

Quickly press the D-Pad DOWN/RIGHT, then press Button C. Use this kick against an opponent in a crouching defensive position.

### QUICK STOMP

⇨ B

Quickly press the D-Pad UP, then press Button B to jump or stomp on a fallen opponent.

### QUICK SAVES

When you get knocked off your feet, you get up automatically after a few seconds, but your opponent might try to hit you while you're down. Try these moves to save yourself some bruises.

### RECOVERIES

Quickly stand up straight

⇨ ⇨...

Roll Backwards Away from Opponent

⇨

Roll Away to Side

AAA...

Jump to your Feet

↑

### KICK RECOVERIES

Recover with High or Vertical Kick

CCC...

Recover with a Sweep Kick

↓ CCC...

Roll Away to Side with Sweep Kick

AAA... then C

# AKIRA

**Full Name:** Akira Yuki  
**Fighting Style:** Hakkyoku-ken  
**Nationality:** Japanese  
**Blood Type:** O  
**Hobby:** Kung-fu

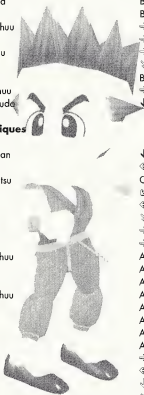


## Special Attack Name

Hachimon Kaida  
 Kansuitai  
 Jyoushou Chouchuu  
 Utan Kyaku  
 Rimon Chouchuu  
 Souka Hou  
 Taushin Soutai  
 Yakuho Chouchuu  
 Byakko Soushoude

## Expert Techniques

Mouko Kouhazan  
 Tetsuzankou  
 Doppo Choushitsu  
 Shin'itai  
 Youshi Sen-rin  
 Youshou  
 Daiden Housui  
 Renkantai  
 Gaimon Chouchuu  
 Youshou  
 Tan'yoku Chou  
 Gaimon Chouchuu  
 Haitohichuu  
 Jouha Shoukou  
 Honshin Tanda  
 Souhakushu  
 Kaiko  
 Hanko  
 Gekiho Honko  
 Shinpo Riko  
 Junho Honko  
 Hougeki Unshin Soukashou  
 Bon-ken  
 Youshi Sen-rin  
 Soushou



## Button Commands

BB  
 BC  
 →B  
 →→C  
 →→B  
 ↘B (against downed opponent)  
 B+A  
 →→→B  
 ↓→→B

↓→B  
 →→→B+C  
 C+A then quickly release A  
 →→B (close to opponent)  
 →→B+C (close to opponent)  
 →→B (close to opponent)  
 →→→B+C  
 →→CC  
 A↔B (countering high punch)  
 A↔B (countering high punch)  
 A↔B (countering high kick)  
 A↔B (countering mid-body punch)  
 A↔B (countering mid-body kick)  
 A↔B (countering low punch)  
 A↔B (countering low kick)  
 →B+A (versus high guard)  
 →B+A (versus high guard)  
 →B+A (versus high guard)  
 →B+A (versus high guard)  
 →→B+A (versus high guard)  
 (the following three moves in sequence)  
 B+C+A (close to opponent)  
 →→B+C  
 →→B or →→B

# PAI

**Full Name:** Pai Chan  
**Fighting Style:** Ensei-ken  
**Nationality:** Hong Kong  
**Blood Type:** O  
**Hobby:** Dancing



## Special Attack Name

Renkentai  
 Renshou  
 Souken Senpuutoi  
 Raigekishou  
 Renkan Tenshin Kyaku  
 Renkan Tenshin Soukyaku  
 Renkan Haiten Kyaku  
 Renken Senpuuga  
 Renken Ensenshuu  
 Ensenshuu  
 Rai'in Shouda  
 Rasen Anshou  
 Ensen Hairyuu  
 Haishin Chuken  
 Senchuken  
 Rikensui  
 Sokuchuukyaku  
 Enjin Senpuukyaku  
 Enpuu Rinshou  
 Ensen Hairyuu  
 Kakyaku Senter

## Expert Techniques

Senpuuga  
 Tenchi Taidoku  
 Taitou Risenkyoku  
 Hi'en Tankyaku  
 Sei'en Katou  
 Haiten Kyaku  
 Tenshin Soutou  
 Senbuu Enjin  
 Toushin Inshou  
 Koutankyaku  
 Hi'en Reikkyaku

## Button Commands

BC  
 BB  
 BBC  
 BBB  
 BBB↓C  
 BBB↘C  
 C+A (after a punch hits)  
 ↓C+A (after a punch hits)  
 ↓C+A  
 ↘B (against downed opponent)  
 →B (countering high punch)  
 →B (countering high kick)  
 →B  
 →→B  
 →→C  
 →→C+A  
 →→B+C+A (versus low guard)  
 →→B (countering mid-body attack)  
 →→B (countering mid-body attack)

C+A  
 →→B (close to opponent)  
 C (rising from crouch)  
 →→C  
 →→B+A (close to opponent)  
 →→C  
 B+A (close to opponent)  
 →→B (close to opponent)  
 →→B+C (close to opponent)  
 →→C  
 →→CC



**Full Name:** Lau Chan  
**Fighting Style:** Koen-ken  
**Nationality:** Chinese  
**Blood Type:** B  
**Hobby:** Chinese poetry



**Special Attack Name**

Renkentai  
 Renshou  
 Souken Senpuutoi  
 Roigekishou  
 Renken Tenshin Soukyoku  
 Renken Haitenkyoku  
 Renken Ensenshou  
 Shokashou  
 Renshou  
 Renshou Senpuutoi  
 Renkanshou  
 Renshou Tenshinkyoku  
 Renshou Tenshin Soukyoku  
 Renshou Haitenkyoku  
 Shojoushou  
 Chuugeki  
 Senpuugo  
 Ensenshou  
 Junbo Chuushou  
 Honshin Chuugeki  
 Sokuchuukyoku  
 Toushuugeki

**Expert Techniques**

Renken Tenshinkyoku  
 Renken Senpuugo  
 Taitou Risenkyoku  
 Kokyoku Haiten  
 Kensho Touroku  
 Ryuusho Senten  
 Tenshin Ho'inshou  
 Chisoutoi  
 Ryuushou Katou  
 Kuukakyoku

**Button Commands**

BC  
 BB  
 BBC  
 BBB  
 BBB↓C  
 BBB% C  
 ↓ C+A (after o punch hits)  
 ↘ B  
 ↘ BB  
 ↘ BBC  
 ↘ BBB  
 ↘ BBBBC  
 ↘ BBB↓C  
 ↘ BBB% C  
 ↘ B  
 ↘ B  
 ↘ C+A  
 ↓ C+A  
 ↘ B  
 ↘ B  
 ↘ C  
 ↘ C (against downed opponent)

BBBC  
 C+A (after o hit)  
 C (rising from crouch)  
 % C  
 B+A (close to opponent)  
 ↘ B (close to opponent)  
 ↘ B (close to opponent)  
 ↘ C  
 ↘ B+A (close to opponent)  
 ↘ C+A

**Full Name:** Wolf Hawkfield  
**Fighting Style:** Pro wrestling  
**Nationality:** Canadian  
**Blood Type:** O  
**Hobby:** Karaoke



**Special Attack Name**

Hommer Kick  
 Job Straight  
 One-Two Uppercut  
 Sonic Uppercut  
 Vertical Uppercut  
 Knee Blast  
 German Suplex  
 Body Slam  
 Level Back Chop  
 Body Blow  
 Elbow Smash  
 Elbow Bot  
 Elbow Drop  
 Dragon Suplex

**Expert Techniques**

Giant Swing  
 Brain Buster  
 Steiner's Screwdriver  
 Side Suplex  
 Frankenstein  
 Double Arm Suplex  
 Tiger Driver  
 Dragon Screw  
 Axe Lariat  
 Reverse Sladeghammer  
 Shoulder Attack  
 Drop Kick  
 Low Drop Kick  
 Neck Cut Kick  
 Rolling Sow Butt  
 Flying Knee Kick  
 Front Roll Kick  
 Somersault Drop

**Button Commands**

BC  
 BB  
 BBB  
 ↓ B  
 ↘ B  
 ↘ C  
 B+A (behind and close to opponent)  
 ↘ B (close to opponent)  
 ↘ B  
 BB↘B  
 ↘ B  
 ↘ B (against downed opponent)  
 B+C+A (behind and close to opponent))

↘ B  
 ↘ B (close to opponent)  
 ↘ B+C (close to opponent)  
 ↓ B+A (close to crouching opponent)  
 ↘ C+A (close to opponent)  
 ↘ B+C+A (versus crouching opponent)  
 ↘ B+C+A (versus crouching opponent)  
 ↘ B (countering mid-body kick)  
 ↘ B  
 ↘ B  
 ↘ C  
 ↘ ↓C  
 ↘ C+A  
 ↘ C+A  
 ↘ ↘C+A  
 ↘ ↘C+A  
 ↘ C (against downed opponent)

# JEFFRY

**Full Name:** Jeffry McWild  
**Fighting Style:** Pancratium  
**Nationality:** Australian  
**Blood Type:** A  
**Hobby:** Reggae music



## Special Attack Name

Knuckle Kick  
 Double Knuckle  
 One-Two Uppercut  
 Smash Uppercut  
 Double Uppercut  
 Vertical Uppercut  
 Dash Elbow  
 Elbow Uppercut  
 Elbow Hammer  
 Toe Kick  
 Toe Kick Hammer  
 Knee Attack  
 Back Breaker  
 Splash Mountain  
 Elbow Stamp  
 Double Hammer Down  
 Heel Attack  
 Head Attack  
 Stomach Crush  
 Stomping

## Button Commands

BC  
 BB  
 BBB  
 ↵ B  
 ↵ BB  
 ↵ B  
 ↵ ↵ B  
 ↵ ↵ BB  
 ↵ B ↵ B  
 ↵ C  
 ↵ CB  
 ↵ C  
 B+C (behind and close to opponent)  
 ↵ ↵ B+C (close to opponent)  
 ↵ ↵ B  
 ↵ ↵ BB  
 ↵ ↵ C  
 ↵ B+C  
 ↵ ↵ B+C  
 ↵ C (against downed opponent)

## Expert Techniques

Back Flip  
 Power Slam  
 Machine Gun Knee Lift  
 Iron Claw  
 Power Bomb  
 Hip Attack  
 Body Lift  
 Kenka Kick  
 Hell Stab  
 Front Back Breaker  
 Head Butt  
 Double Head Butt  
 Triple Head Butt  
 Toe Kick Splash Mountain

B+A (close to opponent)  
 ↵ B (close to opponent)  
 ↵ ↵ B (close to crouching opponent)  
 ↵ B (close to crouching opponent)  
 ↵ B+C+A (close to crouching opponent)  
 ↵ B+C+A  
 ↵ B+A (close to opponent)  
 ↵ ↵ C  
 ↵ B+C  
 ↵ ↵ ↵ B+C+A (close to opponent)  
 ↵ ↵ B+C (close to opponent)  
 ↵ B+C (after Head Butt)  
 ↵ B+C (after Double Head Butt)  
 ↵ K (↵ ↵ B+C+A)

# KAGE

**Full Name:** Kage-maru  
**Fighting Style:** Hagakure-ryu Jujutsu  
**Nationality:** Japanese  
**Blood Type:** B  
**Hobby:** Mah-jongg



## Special Attack Names

Hagasane  
 Resshou  
 Resshou Kyaku  
 Sandan Geki  
 Sandan Ura Geri  
 Sandan Fujin Kyaku  
 Hijii Uchi  
 Fushin Hiza Geri  
 Ryuei Kyaku  
 Sempuu Geri  
 Tsumuji Geri  
 Koten Jisurikyaku  
 Haura Gasumi  
 Sokudan  
 Genyo  
 Jibashiri  
 Rokusenjin  
 Rakusenjin Kaeshi  
 Risenjin  
 Risenjin Kaeshi  
 Fusenjin

## Button Commands

BC  
 BB  
 BBC  
 BBB  
 BBBB  
 BBBB C  
 ↵ B  
 ↵ ↵ C  
 ↵ ↵ C  
 ↵ C  
 ↵ C+A  
 B+A (behind and close to opponent)  
 ↵ B  
 ↵ C+A  
 ↵ ↵ C  
 ↵ ↵ B+C  
 ↵ ↵ B+C  
 ↵ ↵ B+C + [B+C]  
 ↵ ↵ B+C  
 ↵ ↵ B+C + [B+C]  
 ↵ B+C

## Expert Techniques

Kotegoeshi  
 Taiko  
 Suisha Geri  
 Raiiryu Hishokyaku  
 Koenraku  
 Kage Kasumi  
 Katana Gasumi  
 Hagaryu  
 Kaiten Jisurikyaku  
 Kakato Otoshi  
 Zenten  
 Koten  
 Raiiryu Hishokyaku  
 Shin Sotan

↵ B (countering high punch)  
 B+A (close to opponent)  
 ↵ C+A  
 ↵ ↵ B+C+A  
 ↵ B (close to opponent)  
 ↵ ↵ B (close to opponent)  
 B+C+A (close to opponent)  
 ↵ ↵ C+A  
 ↵ ↵ ↵ C  
 ↵ C (against downed opponent)  
 ↵ ↵ ↵ ↵  
 ↵ ↵ ↵ ↵  
 ↵ ↵ ↵ ↵ B+C+A  
 ↵ ↵ ↵ ↵ B (3 times)

# SARAH

**Full Name:** Sarah Bryant  
**Fighting Style:** Jeet kune do  
**Nationality:** American  
**Blood Type:** AB  
**Hobby:** Skydiving



## Special Attack Name

Punch High Kick  
 Punch Side Kick  
 Job Straight  
 Double Punch Snop Kick  
 Flash Piston Punch  
 Combo Rising Knee  
 Combo Somersault  
 Rising Elbow  
 Double Joint Bat  
 Knee Kick  
 Jockknife Kick  
 Jackknife Kick Side  
 Mirore Kick  
 High Kick Straight  
 Rising Knee  
 Dash Knee  
 Leg Slicer  
 Snop Back Knuckle  
 Swoy Smosh  
 Double Kick  
 Spin Turn Kick  
 Double Spin Kick  
 Spinning Kick  
 Side Hook Kick  
 Step Roundhouse Kick  
 Soccer Ball Kick

## Button Commands

BC  
 B ↓ C  
 BB  
 BBC  
 BBB  
 BBB C  
 BBB C  
 → B  
 → BC  
 → C  
 ↓ C  
 ↓ CC  
 ↓ CCC  
 CB  
 ↓ → C  
 → → C  
 ↓ C+A  
 → B  
 → B  
 → C  
 → C  
 → C  
 → C  
 C+A  
 → C+A  
 → C  
 → C (on downed opponent)

## Expert Techniques

Front Suplex  
 Back Drop  
 Neck Breaker  
 Somersault Kick  
 Illusion Kick  
 Tarnoda Kick  
 Raundhouse Kick  
 Comba Rising Kick  
 Double Step Knee

B+A (close to opponent)  
 B+A (behind and close to opponent)  
 → B (close to opponent)  
 → C  
 ↓ CC  
 ↓ C+A  
 → C  
 BBB → C  
 → C → C

# JACKY

**Full Name:** Jacky Bryant  
**Fighting Style:** Jeet kune do  
**Nationality:** American  
**Blood Type:** A  
**Hobby:** Training



## Special Attack Name

Punch Spin Kick  
 Punch Low Spin Kick  
 Job Straight  
 Double Punch Snop Kick  
 Flash Piston Punch  
 Combo Back Knuckle  
 Combo Elbow  
 Combo Elbow Spin Kick  
 Spinning Back Knuckle  
 Double Spin Knuckle  
 Spinning Arm Kick  
 Spinning Low Spin Kick  
 Rising Elbow  
 Elbow Spin Kick  
 Slont Back Knuckle  
 Slont Low Spin Kick  
 Knee Kick  
 Toe Kick  
 Dash Hommer Kick  
 Spinning Kick  
 Leg Slicer  
 Smosh Hook  
 Swoy Hook  
 Side Hook Kick  
 Middle Spin Kick  
 Spinning Slont Back Knuckle  
 Spinning Kick + Low Spin Kick  
 Soccer Boll Kick

## Button Commands

BC  
 B ↓ C  
 BB  
 BBC  
 BBB  
 BB → B  
 BB → B  
 BB → BC  
 → B  
 → BC  
 → BC  
 → B ↓ C  
 → B  
 → BC  
 → B  
 → B ↓ C  
 → C  
 ↓ C  
 → → C  
 C+A  
 ↓ C+A  
 → B  
 AB  
 → C  
 → C+A  
 → B ↓ B  
 C+A → C+A  
 → C (against downed opponent)

## Expert Techniques

Northern Light Bomb  
 Neck Breaker  
 Knee Strike  
 Face Crusher  
 Punch Side Kick  
 Lightning Kick  
 Double Spinning Kick  
 Somersault Kick  
 Beat Knuckle

B+A (close to opponent)  
 → B (close to opponent)  
 → → B+C (close to opponent)  
 B+A (behind and close to opponent)  
 BC (close to opponent)  
 ↓ [B+C] C CCC  
 CC  
 → C  
 B+C





**Full Name:** Shun-di

**Fighting Style:** Drunken kung fu

**Nationality:** Chinese

**Blood Type:** ○

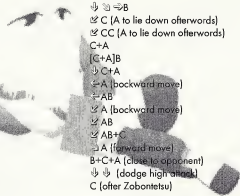
**Hobby:** Collecting medicinal herbs



## Special Attack Name

Gekiten Sentoi  
 Rengeki  
 Soisshu Renkongeki  
 Gyou'in Hoishu  
 Getsugo Soigeki  
 Ousogeki  
 Rensoi Gokushu  
 Hoisenchuu  
 Chouwan Ryoken  
 Koushuu Koeki  
 Koushu Rentoi  
 Tonhi Chougeki  
 Ousou Shu  
 Toukyoku  
 Koushinhi  
 Koushinhi Futsushu  
 Kousoku Kouhi  
 Kousoku Kouhi Futsushu  
 Kousoku Kouhi Soushu  
 Kousoku Zenhi  
 Toushu Richuu  
 Zobonetatsu  
 Soikeikyoku

### Button Commands

[illegible]

## Expert Techniques

Suiho Tenshinchuu  
Gyoushin Toutou  
Tenshin Souchuushou  
Hoito Rensenkyoku  
Honshin Rensenkyoku  
Chuubuu Soutenkyoku  
Tentouritsu  
To-shin Ren-kyoku  
Zensen Soutoi  
Renzenzen Soutoi  
Renkonzenzen Soutoi  
Sanbuu Soutoi

$B+A$  (close to opponent)  
 $\Rightarrow C$   
 $B+C$   
 $\Rightarrow C$   
 $\Rightarrow C+A$   
 $\Rightarrow \Rightarrow C$   
 $\Rightarrow \Rightarrow \Rightarrow C$   
 $C$  (offer Tentouritsu)  
 $\Rightarrow B+C$  (offer drinking once)  
 $\Rightarrow B+CC$  (offer drinking twice)  
 $\Rightarrow B+CCC$  (offer drinking three times)  
 $\Rightarrow (\Rightarrow \text{ or } \Rightarrow) C+A$



**Full Name:** Lion Rafale

**Fighting Style:** Torou-ken

**Nationality:** French

**Blood Type:** AB

**Hobby:** Skateboarding



## Special Attack Name

Rensuitoi  
Koushu Rensui  
Renkon Senshou  
Sen'inshou  
Rokugekishou  
Soukoushu  
Rensoukoushu  
Bonchuu  
Toizon Soukoushu  
Tougekisui  
Tougekirensui  
Touho Soshu  
Touho Hoisoushu  
Souji Senbu  
Koushu Teishitsu  
Zensoutoi  
Tosentoi  
Kousoutoi  
Tenshin Ryouinkyoku  
Mobonshu  
Shozen Ho  
Shoko Ho  
Renkoushu Hoishuu

### Button Command

- BC
- BB
- BBB
- ⇒ B
- ⇒ BB
- ⇒ B
- ⇒ BB
- ⇒ B
- ⇒ B
- ⇒ B
- ⇒ BB
- B+A
- ⇒ B+A
- ⇒ B+A
- ⇒ C
- ⇒ CC
- ⇒ C[C+A]
- ↓ C+A
- ⇒ ⇒ C+C+A
- A ⇒ B
- ⇒ A (forward move)
- ⇒ A (backward move)
- B+A (behind and close to opponent)



## Expert Techniques

Hotoushu Shuutoi  
Tenshin Soukoushu  
Senshippo  
Senkyuutoi  
Shichi Soutoi  
Shichisei Tenbuchuu  
Soishu Houkou  
Shoho Shosousui  
Juuchou Senshou

$B+A$  (close to opponent)  
 $\Rightarrow \Downarrow \Downarrow \Downarrow \Downarrow \Leftarrow B+A$  (close to opponent)  
 $\Rightarrow \Rightarrow B$   
 $\Downarrow \Downarrow C$   
 $\Downarrow C+A$   
 $\Leftarrow B+C$  (close to opponent)  
 $\Rightarrow \Rightarrow B+A$  (close to opponent)  
 $A \Downarrow B$   
 $\Downarrow B$

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